NES-PN-USA

PINBALL

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System™ Pinball Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Be a Pinball Wizard!!!!!

Bank off bumpers, flip double flippers, even win a bonus round. Play on three different game screens and be challenged at two different levels of difficulty. Rack-up points to beat your opponent and progress to the bonus round where you'll save the fallen maiden and win the game.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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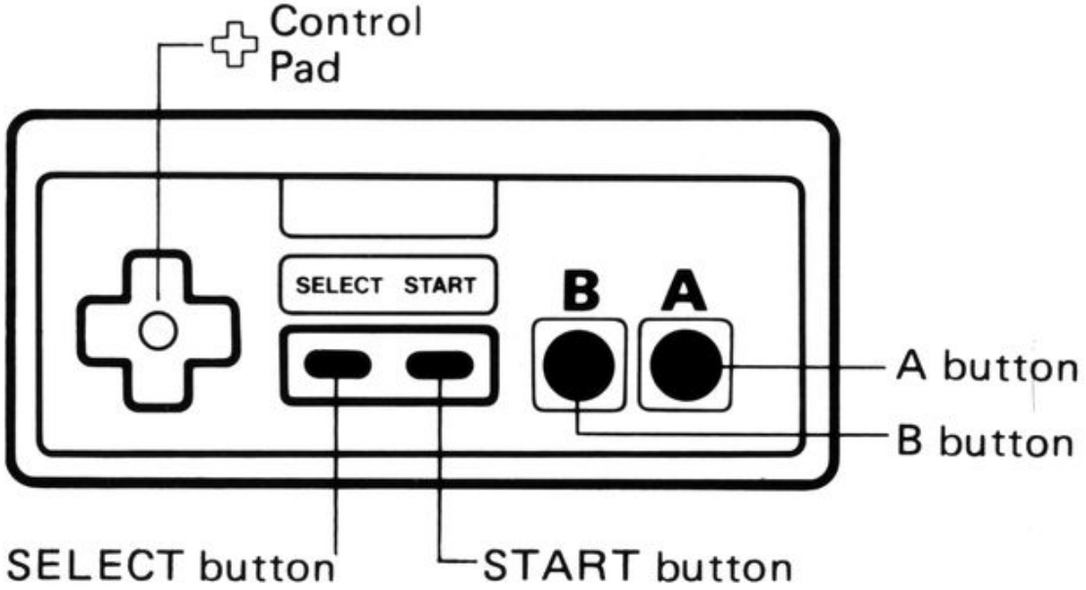
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player and 2 player games
Controller 2 – For second player in 2 player games

Controller 1/Controller 2

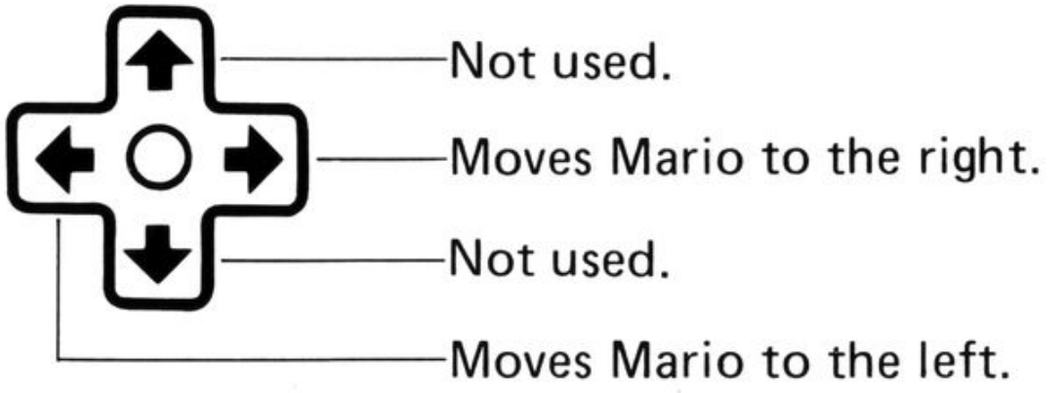


A and B Buttons

* Operate the right flipper.
* Used to shoot the ball into play with the striker (spring).

Control Pad

* Operates the left flipper.
* Operates Mario on bonus screen (see right).



SELECT button

Move the asterisk (*) with the SELECT button to the game you wish to play.

START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

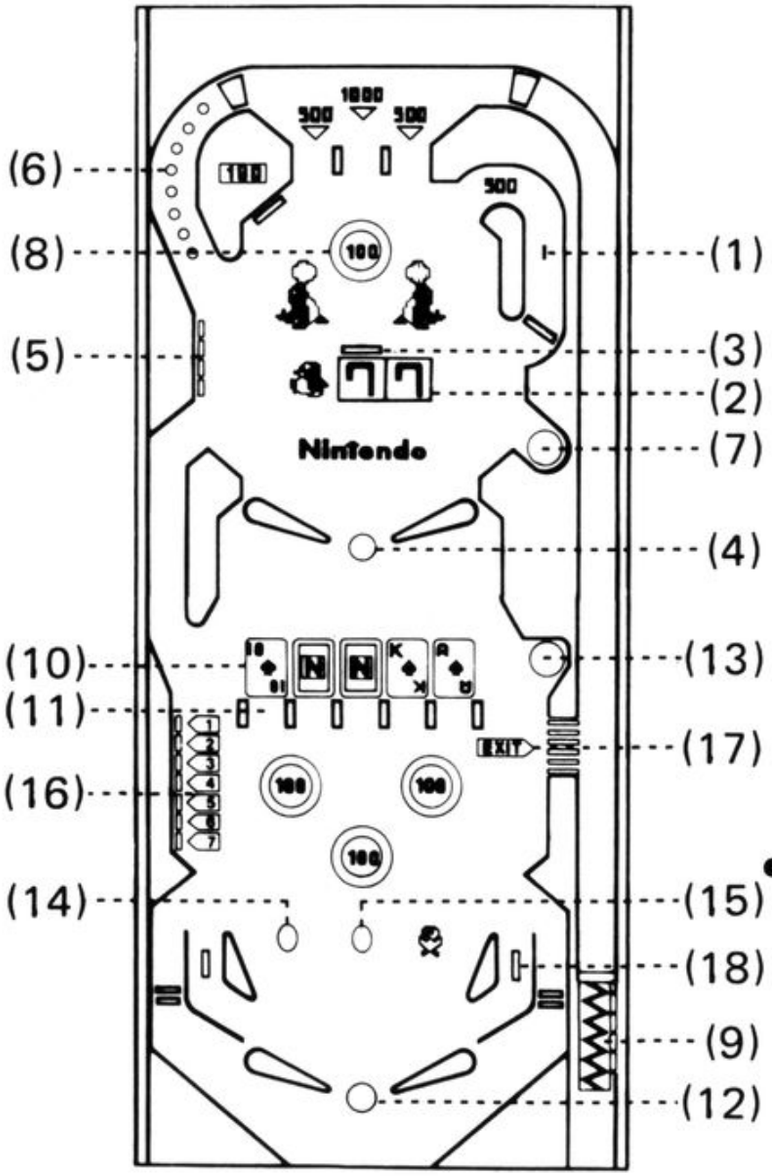
*GAME A is designed for beginners. GAME B is designed for experts.

3. HOW TO PLAY

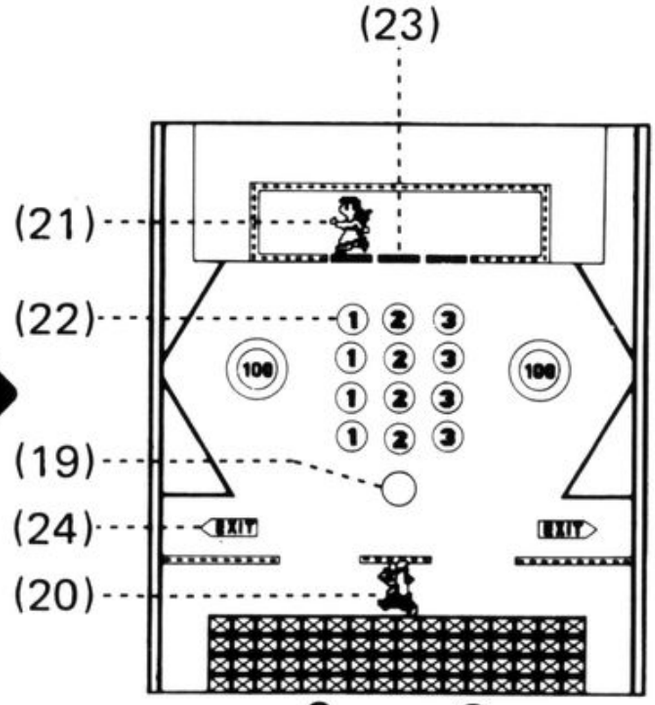
- Press either button A or B to strike the ball into play. The longer the button is held down, the more the spring is compressed and the stronger the strike will be.
- Operate the right flipper with either button A or B, and operate the left flipper with the ✣control pad.
- There are three scenes: A, B, and C. Scene A is the top half of the pinball playing field. Scene B is the lower half of the playing field. When the ball falls into the lower half of the game, scene B appears. If the ball enters hole (13) on the B screen, the C screen appears (Mario's screen).
- On the C screen, use the ✣control pad to move Mario to the left and right, flip the ball or save the lady.

- The flippers disappear after 100,000 points, and reappear after 150,000 points.
- An extra ball is given after 50,000 pts.

Scene A



Scene B



Scene C
Mario's Screen

Pinball Parts

(1) Lane
(2) Slot window
(3) Slot target
(4) Block post
(5) Targets 1
(6) Lane lights
(7) Hole kicker
(8) Bumper
(9) Striker (spring)
(10) Cards
(11) Lane
(12) Block post
(13) Hole
(14) Eggs
(15) Chicks
(16) Targets 2
(17) Exit
(18) Side lane
(19) Hole
(20) Mario
(21) Lady
(22) Bingo lamps
(23) Floor
(24) Exit

Rules

Scene A

1) When the ball runs through a course with a score displayed, that score is added to the total score.
2) If the ball goes through the lane (1), there is a bonus of 500 pts. and the slot window (2) rotates.
3) If the ball hits the slot target (3), the slot window (2) below it will stop rotating.
   - 3 3 3 combination gives you a 3,330 pt. bonus and the block post (4) is raised for 6 seconds. The block post is lowered when the ball goes through lane (1).
   - 7 7 7 combination gives you a 7,770 pt. bonus and the block post (4) is raised for 14 seconds. The block post is lowered when the ball goes through lane (1).
   - combination raises the block post (4), and all points earned while it is raised are doubled. The block post is lowered when the ball goes through lane (1).
   - There is a 1,000 pt. bonus for each that appears.
4) The block post (4) disappears when the score reaches 100,000 or 150,000 pts.
5) If the ball hits Target 1 (5), the place hit by the ball disappears and 100 pts. are awarded. If all four places are erased, there is a 1,000 pt. bonus.
6) Extinguish one lane light (6) for 100 pts. and get a 2,000 pt. bonus if you extinguish them all.
7) If the ball falls into the hole kicker (7) on a rebound, it is ejected. A ball that has dropped in the C scene will be ejected from hole kicker (7).

8) At various places along the walls, there are kickers that strike the ball powerfully. If the ball hits these, you get 10 pts.
9) If the ball hits the bumper (8), you get 100 pts. (Scenes A, B, and C).

Scene B

1) Hit the ball into play with the striker (9).
2) Five cards (10) are lined in a row on the screen.
   - These are originally placed face down. When the ball goes through the card lane (11) the cards are turned face up, revealing the spade mark. Each turned up card is worth 500 pts.
   - If 5 spades are turned face up in a row, there is a bonus of 5,000 points, and the block post (12) is raised.
3) If the ball falls into the hole (13), it shrinks and the screen changes to scene C (Mario's screen, see page 8).
4) There are 3 eggs (14) in a row.
   * If the ball goes over one of these, the egg breaks. A chicken (15) then comes out and starts flapping its wings. If the ball passes by again, the chicken disappears. Pass by once more and it becomes an egg again.
   * Once all 3 eggs have become chickens, the stopper will appear. It will disappear with the strike of the next ball.
5) If the ball hits target 2 (16), the place it hits disappears, and you get a bonus of 100 points. If all the targets disappear, you get a bonus of 1,000 points. Exit (17) then appears, and, if the ball exits here, it ends up in the starting position. The game then starts over again.

6) If the ball goes through the side lane (18), the closed exit opens and target 2 (16) reappears.
7) If 3 balls are lost, GAME OVER is displayed.

Scene C

1) When a ball falls into the hole (13) on scene B, it will come out from the hole (19) on scene C. The hole then disappears.
2) Move Mario (20) left and right to rebound the balls that come down.
3) A lady will appear walking at the top of the screen.
   - Each time the ball passes over a bingo lamp (22), the color of the lamp changes. When all the lamps in a column (all lamps of the same number) are the same color, the section of the floor (23) the lady is walking on directly above will break off. If the lamps all become the same color again and the gap in the floor gets too big for her to jump over, she'll fall.
4) Position Mario so he can catch the lady.
   - If he doesn't catch the lady, the ball is lost.
   - If he catches her and sees her safely to the Exit (24), there is a bonus of 10,000 points. If he drops her on the way, he loses a ball.
5) If the ball falls down the sides, it comes out from the hole kicker (7) on scene A.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. (''Nintendo'') warrants to the original consumer purchaser that this Nintendo Game Pak (''PAK'') shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

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